

Whose Line is it Anyway? Using Line in Sports

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Appendix 1

Implementing Common Core Standards:

The first grade operations and algebraic thinking standards and the geometry standards are the focus of the activities in my unit.

Common Core State Standard.Math.Content.1.G.A.1 Distinguish between defining attributes (e.g., triangles are closed and three-sided) versus non-defining attributes (e.g., color, orientation, overall size); build and draw shapes to possess defining attributes. In my unit I use several ideas concerning line to help students understand how shapes are made and how lines are created. To extend this idea I would like to use something similar to a parabola to create the line segment. The plan is to use something like a use terms like obtuse and acute angle to show students how we can make shapes with lines and then to use Angry Birds show the parabola and distance. Students will also be used using a lot of triangles and other shapes within this unit.

Common Core State Standard.Math.Content.1.OA.A.1 Use addition and subtraction within 20 to solve word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions, e.g., by using objects, drawings, and equations with a symbol for the unknown number to represent the problem. In addition to students learning the games within the unit, students will also learn how to keep and track scores. In order for students to calculate their score, they will add and subtract numbers by using drawings and multiple strategies to compute the score.

Common Core State Standard.Math.Content.1.OA.A.2 Solve word problems that call for addition of three whole numbers whose sum is less than or equal to 20, e.g., by using objects, drawings, and equations with a symbol for the unknown number to represent the problem. Students will calculate their own score after shooting the basketball, as well as using strategies to calculate the shot map scores of student volunteers. Students will learn and practice strategies to add three or more whole numbers to complete those activities.